NES – AL – USA

ZELDA II

The Adventure of LINK™

INSTRUCTION BOOKLET

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Thank you for selecting the Nintendo Entertainment System® Zelda II-The Adventure of Link™ Pak

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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PRECAUTIONS

1) Do not leave the Game Pak in extreme temperatures.
2) Do not immerse in water.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

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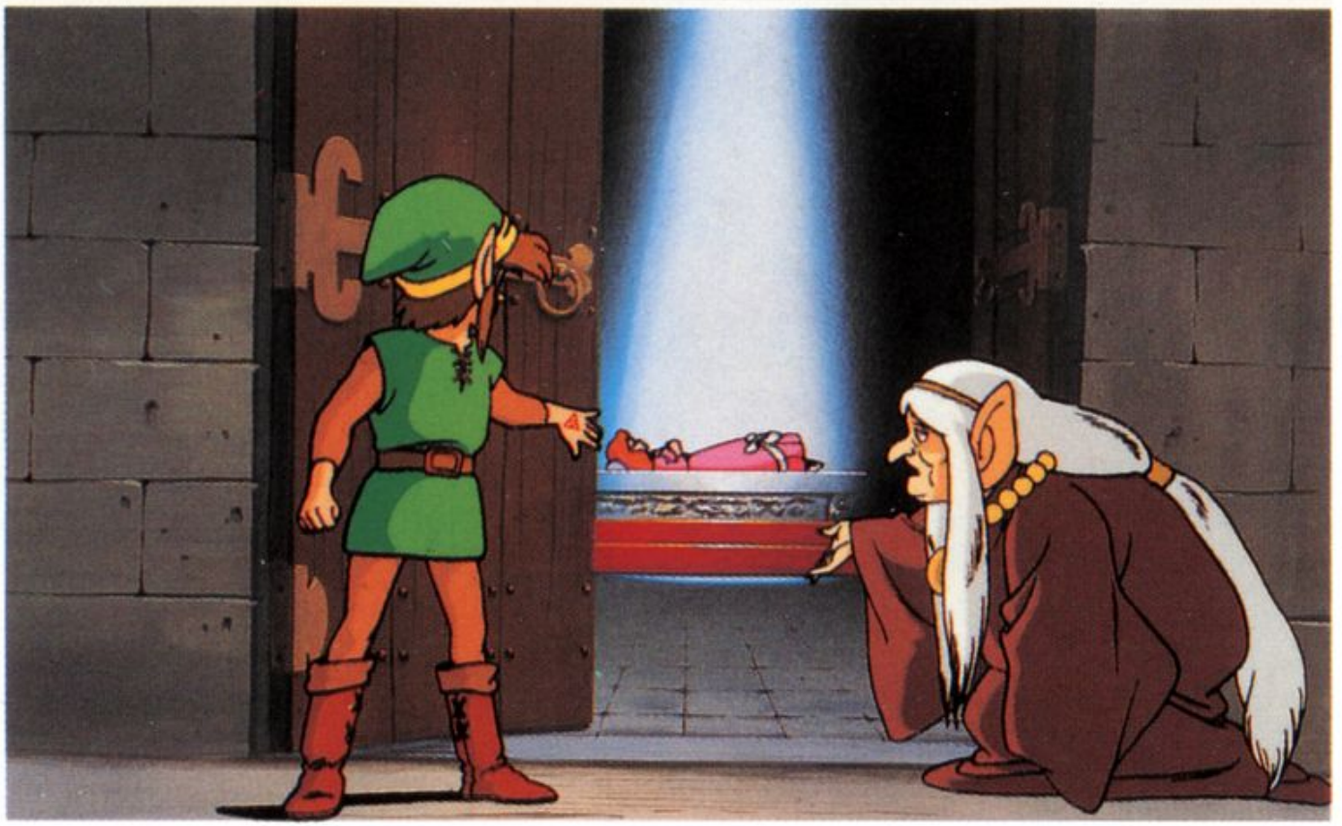
The Story of the Adventure of Link

- *At the end of a fierce fight, Link overthrew Ganon, took back the Triforce and rescued Princess Zelda.*
- *However, is it all really finished?*
- *Many seasons have passed since then.*

Hyrule was on the road to ruin. The power that the vile heart of Ganon had left behind was causing chaos and disorder in Hyrule. What's more, even after the fall of Ganon, some of his underlings remained, waiting for Ganon's

return.
The key to Ganon's return was the blood of Link - the valiant lad who overthrew the King of Evil. Ganon would be revived by sacrificing Link and sprinkling his blood on the ashes of Ganon.
Meanwhile, Link remained in the little kingdom of Hyrule and lent his hand to its restoration. But circumstances did not look very good.
One day, a strange mark, exactly like the crest of the kingdom, appeared on the back of Link's hand as he approached his 16th birthday. The worried Link, went to Impa, Princess Zelda's nursemaid who was shocked and frightened when



she saw the birthmark. When she regained her composure, she took Link to the North Castle.
There was a door in the North Castle called "the door that does not open." Only the descendants of the Impa family who served the king knew how to open the door. Impa took Link's left hand and pressed the back of it against the door. There was a sound of a lock falling open, the door slowly creaked open and there on an alter in the middle of the room lay a beautiful woman.
"Here lies Princess Zelda." Impa began to speak calmly.

"Link, the time has come when I must tell you the legend of Zelda handed down in Hyrule. It is said that a long ago, when Hyrule was one country, a great ruler maintained the peace in Hyrule using the Triforce. However, the king too was a child of man and he died. Then, the prince of the kingdom should have become king and inherited everything, but he could inherit the Triforce only in part." The Prince searched everywhere for the missing parts, but could not find them." Then, a magician close to the king brought him some unexpected news. Before he died, the king had said something about the Triforce to only the

younger sister of the prince, Princess Zelda. The prince immediately questioned the princess, but she wouldn't tell him anything. After the prince, the magician threatened to put the princess into an eternal sleep if she did not talk, but even still, she said nothing."

In his anger, the magician tried to cast a magic spell on the princess. The surprised prince tried to stop him, but the magician fought off the prince and went on chanting the spell. Then, when the spell was finally cast, Princess Zelda fell on that spot and entered a sleep from which she might never awake. At the same

time, the magician also fell down and breathed his last.''
In his grief, the prince placed the princess in this room. He hoped that someday she would come back to life. So that this tragedy would never be forgotten, he ordered that every female child born into the royal household shall be given the name Zelda.''
From the stand next to the alter where Princess Zelda lay in a deep sleep, Impa took six crystals and a scroll with the same crest and handed them to Link.
''For generations, my family has been handed down these things which have

been set aside for a time when a great king will come. They are written in an ancient script that no-one can read now. But you who have the crest may be able to read it. It is said that the key to uniting the Triforce is hidden there. Now it is time for you to read it."

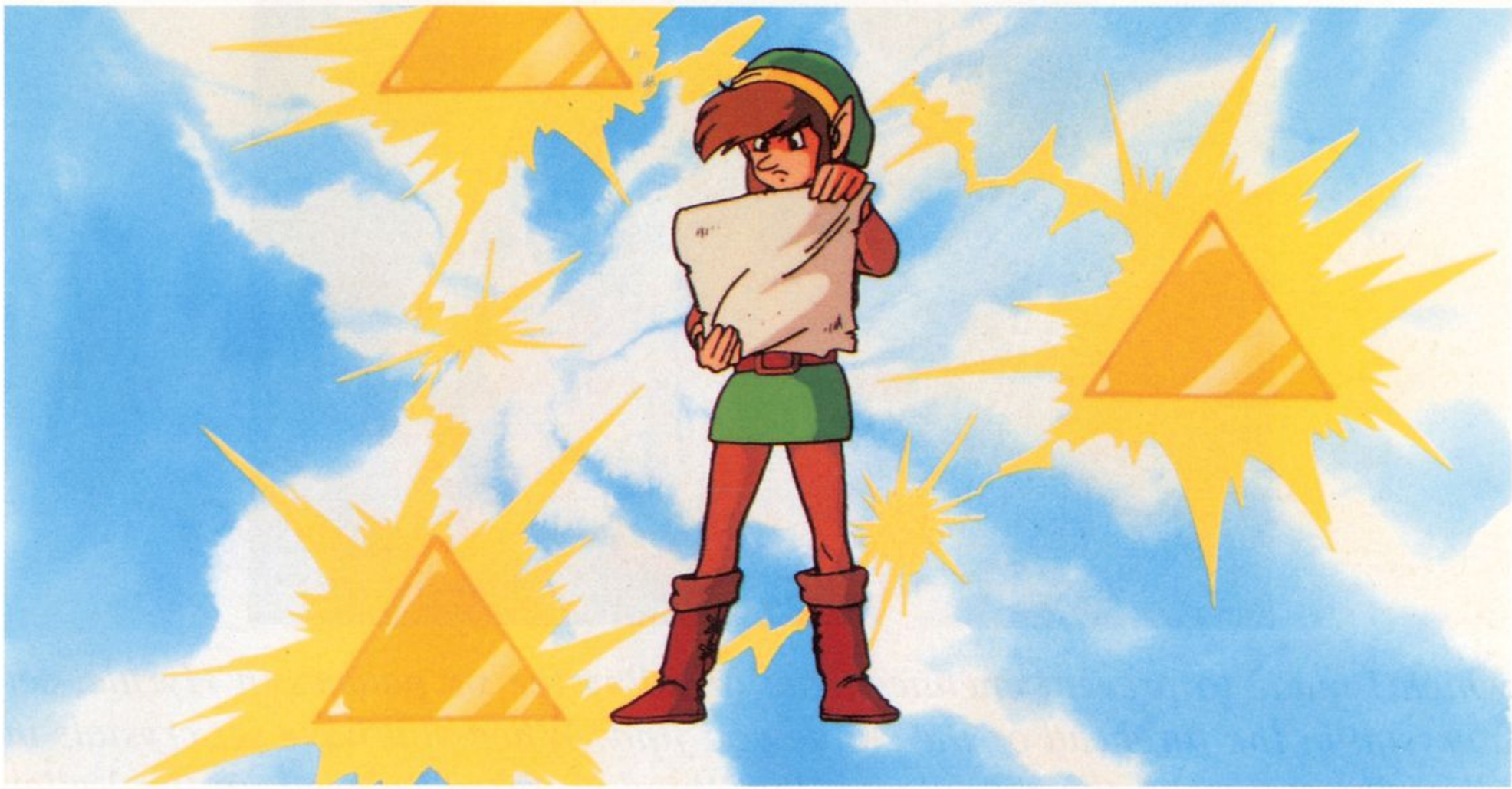
Link glanced at the scroll half in doubt, but what do you know? Although he had never seen the letters before, he found that he could read them as if they were talking to him.

This was written on the scroll.

"You who'll control the Triforce of the future. I shall hand down to you the secrets of the Triforce. There are three kinds of Triforce — Power, Wisdom, and Courage. When these three are brought together, the Triforce will show its maximum power. Of the three, I have left Power and Wisdom in the kingdom. But the Triforce Courage I have hidden for a reason.

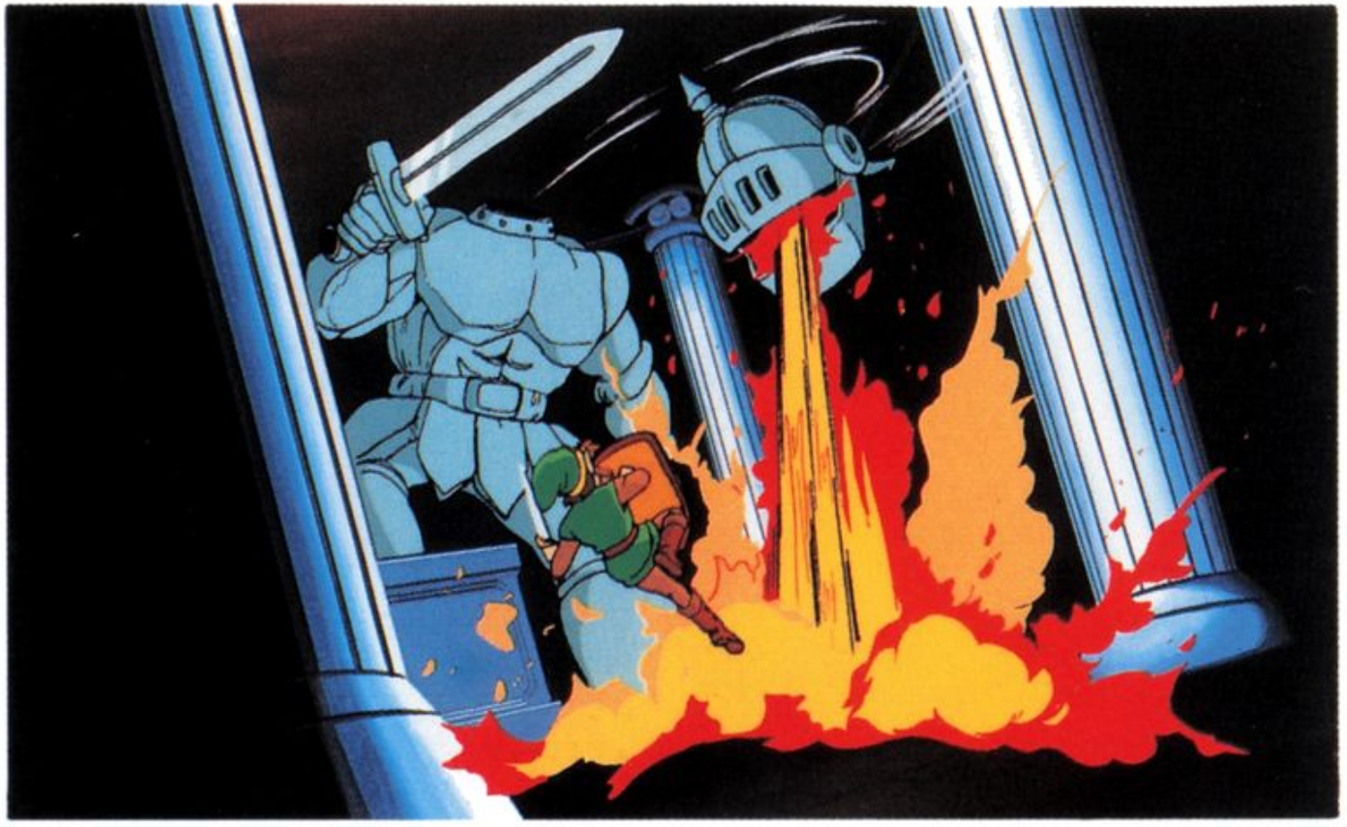
Not everybody can use the Triforce. It requires a strong character with no evil thoughts. But an inborn special quality is also necessary. Unfortunately, I have not found such a person during my lifetime."

Therefore, I have decided to cast a spell on all of Hyrule. A crest will appear on a young man with that character who has been brought up correctly, has gained many kinds of experiences and reached a certain age. But, what will



happen if someone else uses the Triforce before then? If it misused, it will produce many evils."

"The Triforce of Courage is hidden in the Great Palace in the Valley of Death on the largest island in Hyrule. However, to enter there you must first fight the guardians and undo the "binding force". When you have defeated the guardians,



which I made to prevent enemies from invading the six palaces in Hyrule, set a crystal in the forehead of the statue you find. When you have set crystals in all of the statues in the six palaces, the "binding force" placed on the Valley of Death will be removed and you will be able to enter the great palace. There, you must fight the last guardian. And you can obtain the Triforce only by defeating that guardian.

There's nothing to fear. You are the one to get the Triforce. You are the beacon of hope for Hyrule."

Impa implored Link, who raised his head slowly after reading the scroll.
"The magic spell cast upon Princess Zelda will sure to be broken if the Triforce is used.
Please, Link. Unite the Triforce and save the princess. And bring back peace to Hyrule."
Link nodded silently in approval, and left the room after taking a long glance at the altar.
Then, with a magical sword in his left hand and a magical shield in his right, he set off alone on his long travels.
At that time, Ganon's underlings were calling up new allies from the Underworld, and were beginning to work devilishly towards the revival of Ganon.

The vast Hyrule is the stage for the Adventure.

There are six palaces hidden in Hyrule. Link must gain experience by fighting Ganon's underlings, and get information while visiting towns here and there. And, after defeating the guardians at the palaces of Death Valley, he must obtain the Triforce of Courage — That is Link's mission.

Hyrule
Ruto Town
Tantari Desert
North Castle
Parapa Desert
Rauru Town
Midoro Swamp
Mido Town
Port
Moruge Swamp
Saria Town
Death Mountain
The King's Tomb
Death Mountain Area

•Make a New Link

After the title screen appears, press the START button to change the screen to the SELECT mode shown at the right. To start a new game, select REGISTER YOUR NAME and change to REGISTER mode at middle right.

You can create a new Link if you select letters from the bottom using the cross button and the A button (up to eight letters). If you want to change Link, you can select the Link you want by selecting the ELIMINATION MODE (shown below right).

The game will begin if the Link with the name recorded at SELECT mode is selected. In each mode, move the fairy using the SELECT button and select using the START button. When END is selected, the screen returns to the SELECT mode.

If your game ends while you are in a palace, and you select CONTINUE, your game continues from the entrance to that palace. Otherwise, you start from the beginning.

Do not press the POWER or RESET switches from the time that you have saved the game up to when the select display appears. If you do this, you may lose the data.

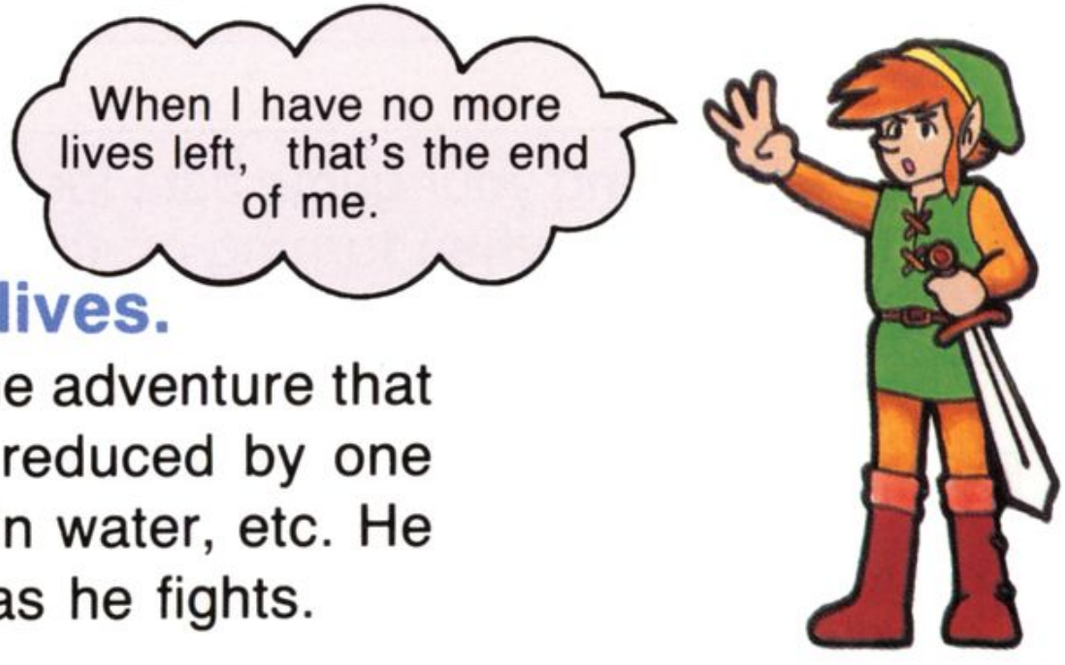
If you are saving your game data for later play, you must keep the RESET switch pressed when turning off the power. Failure to do so may result in the loss of your stored game data.

The battery is used to retain the player's data for five years. However, depending on the conditions under which the game pak is kept(such as exposure to high temperatures, etc.), the life of the battery may be shortened.

Link Travels Again to the Land of Hyrule

The kingdom-inside the North Castle

This is the North Castle. Link's adventure is about to start.
Princess Zelda continues to sleep peacefully on the altar.

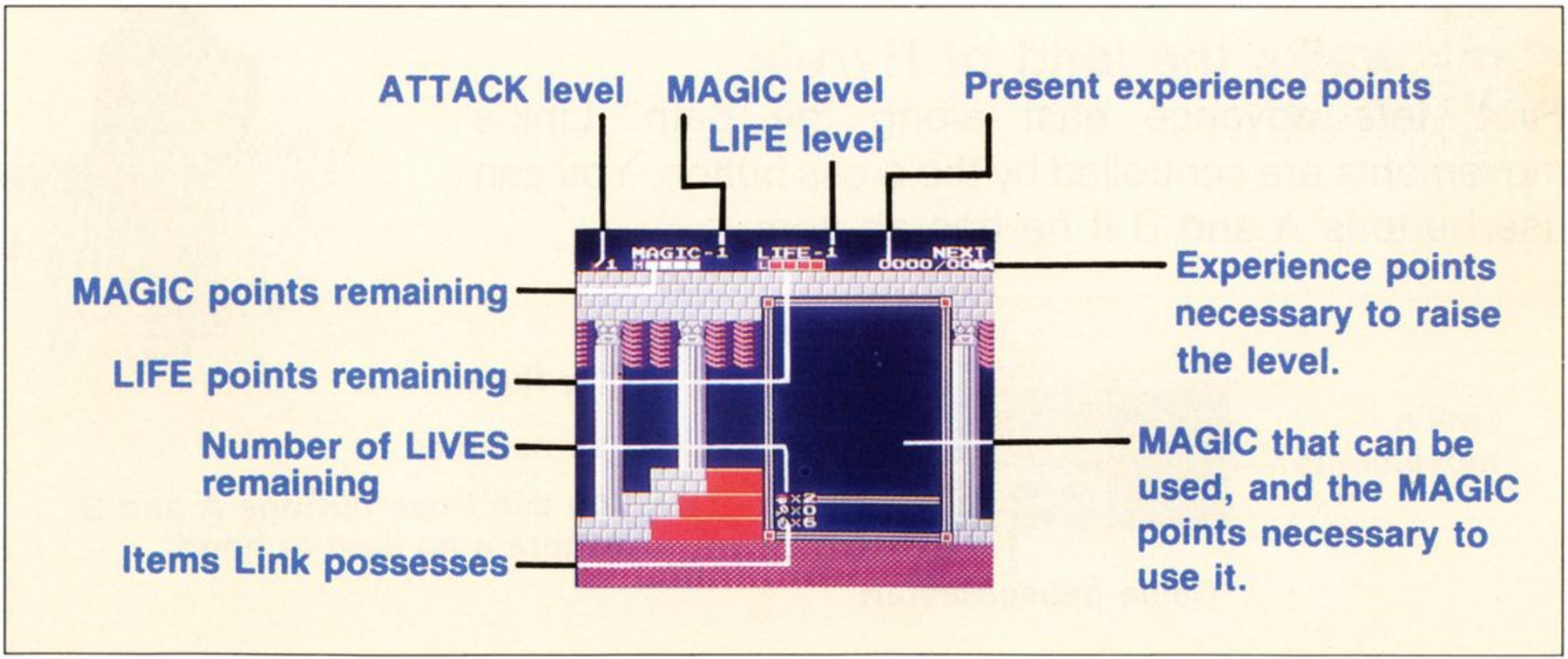


•Link has been given three lives.

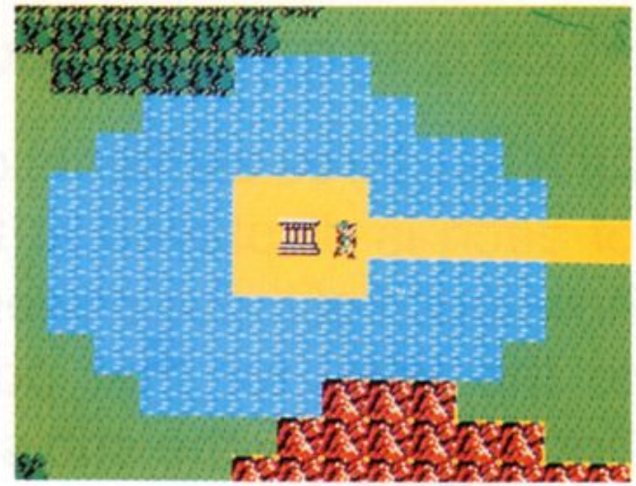
Link has been given three lives for the adventure that is about to begin. These lives are reduced by one whenever he looses a LIFE or falls in water, etc. He must treasure each and every one as he fights.

•Let's look at Link's status before he leaves the castle.

Link has three elements of power (ATTACK, MAGIC, and LIFE), and the status of each is displayed at the top of the screen. POINTS REMAINING shows how much of those powers can be used later using Link's ability corresponding to the level for that power. When you press the START button, during horizontal play the sub screen is called up and you can check the magic and possessions that he has available.



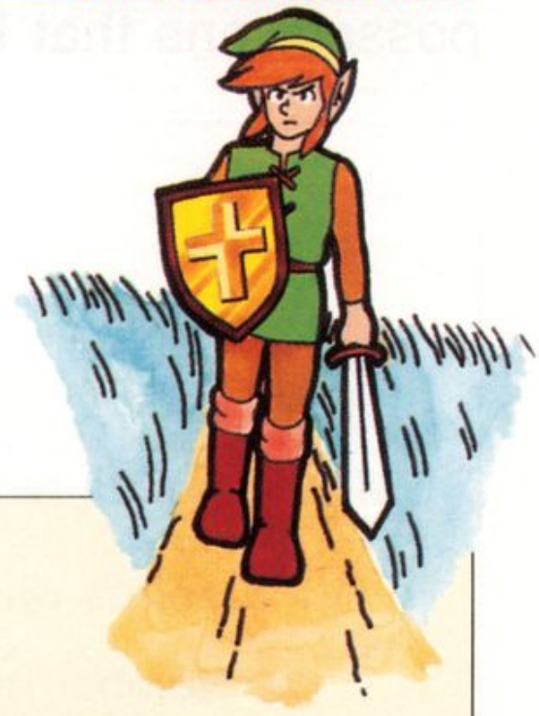
North Castle — The Outskirts

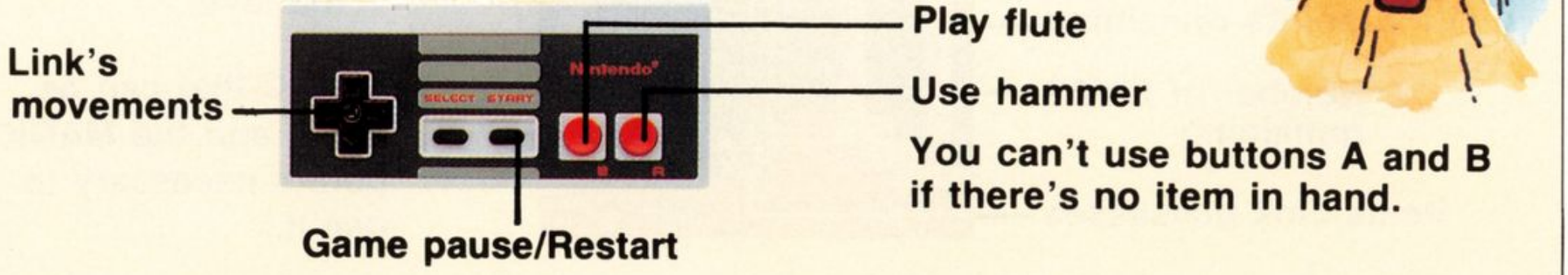


Link has left the Castle. The journey of adventure has finally begun. You can see much of the lay of the land in Hyrule due to its clean air. You can see the figure of Link as he advances east along the path from the Castle which is surrounded by a lake. The screen when Link is moving like this is called the "land map."

•Link walks the land of Hyrule

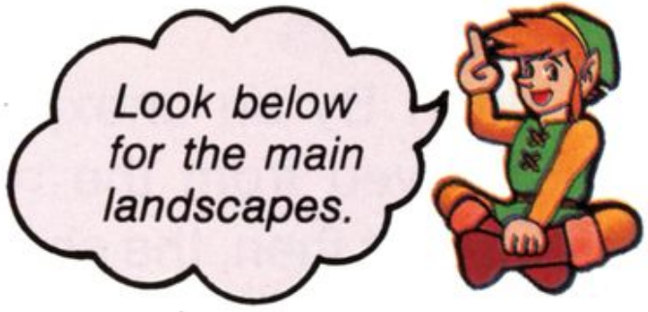
First, lets advance east along the path. Link's movements are controlled by the cross button. You can use buttons A and B if he has an item.

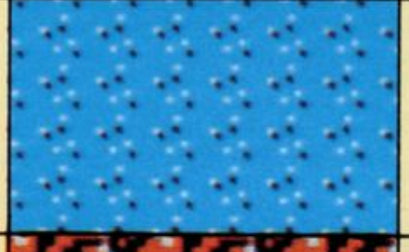
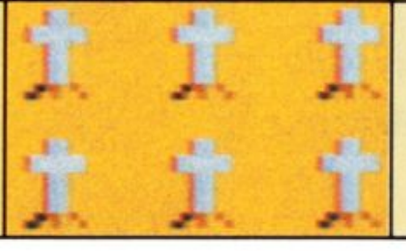
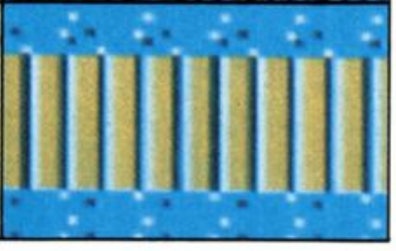




•Towns, forests, and mountains — The various land shapes in Hyrule.

Hyrule, with its abundant nature, is made up of various landscapes, mountains and forests, rivers and plains. Link can move anywhere except on water, such as rivers, and on dangerous landscapes such as mountains. He should be able to find towns, caves, and large boulders blocking roads.

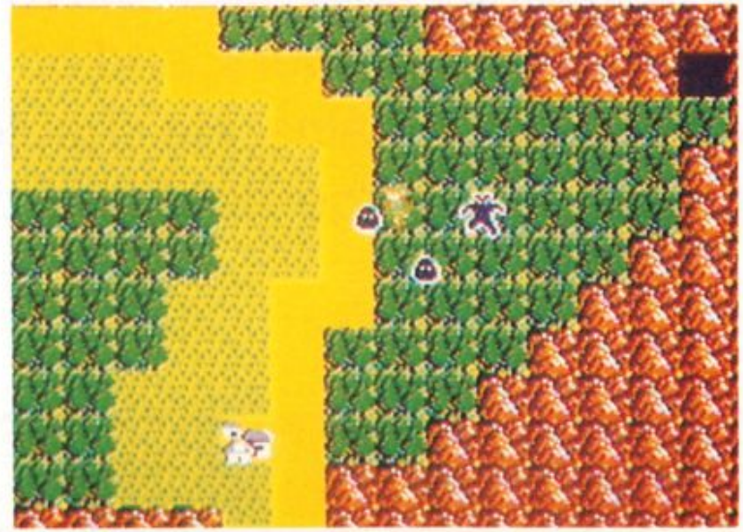


Road		Plain		Forest	
Sea/River		Desert		Swamp	
Mountain		Graveyard		Barge Bridge	

The Adventures of Link: Searching for the Third Triforce

Encountering Ganon's Underlings

Oh dear! By an unexpected chance, Link has strayed from the road and entered a forest. Just then, the shadow of the enemy... When Link walks off the road, Ganon's underlings approach watching for a chance to attack. The enemies are shown by the two symbols below. When Link's image doubles with those symbols, the screen changes to the fight screen.

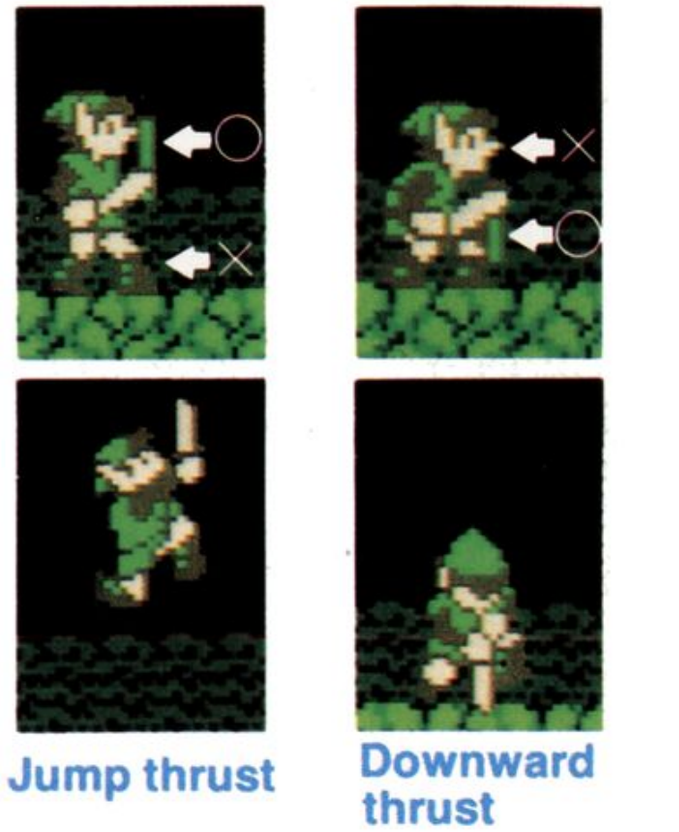


Strong enemy

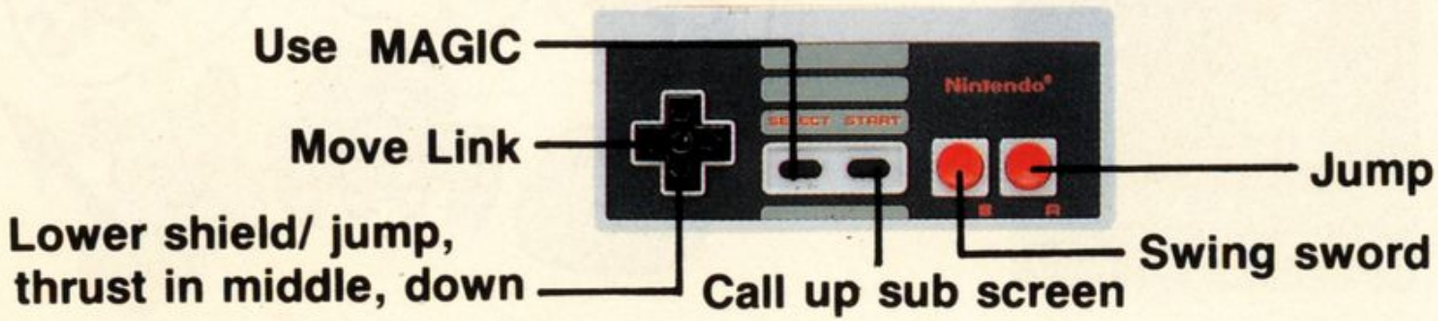
Weak enemy

Fight screen — the fight begins.

The basics of fighting are to inflict damage with the sword and fend off attacks with the shield. Move skillfully watching the size of the enemy and the height from which he attacks. When Link is in the stances at the right, he can fend off attacks of ○ height. When the attack comes from a height of ×, he'll be injured. If a swordsman teaches him the art of sword fighting, he'll be able to jump and thrust up and down.



Controller operations in a fight scene



Beating the enemy and getting experience value

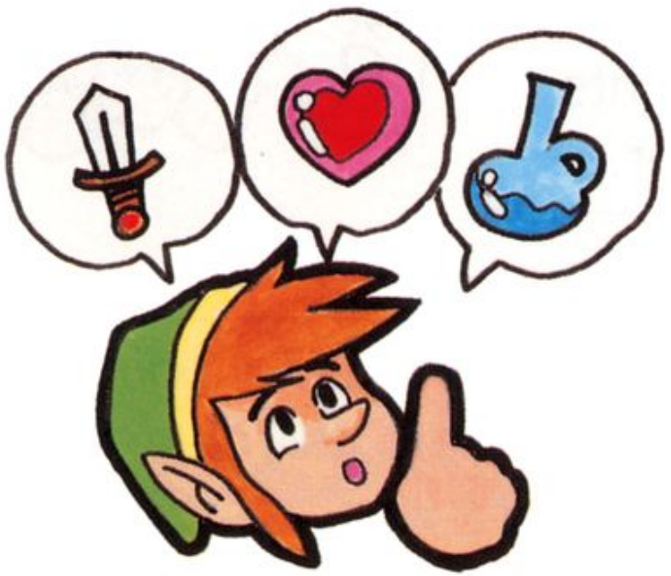
Bashhh! — Link has brilliantly defeated the enemy and a number has appeared after the enemy has scattered.

This number shows the points Link got for fighting the enemy. That is, it's the number which shows how much fighting experience he has gained so far. Link gets stronger by collecting these points.

The stronger the enemy the higher the number of points that can be gained, but Link might be defeated if he fights an enemy who he is no match for at the time. Know the strengths of the enemy well when you fight. Do not be mislead by points alone.

•Link becomes stronger by getting more experience.

When Link collects points and reaches the NEXT point at the upper right of the fight screen, you can raise the level of the one element of the three that has reached that point. A SELECT menu, such as the one at right, will be displayed on the fight screen. Move the arrow using the cross button to the element that you have enough points to raise and press the START button to choose that one. If you want to raise the other elements first, CANCEL and fight more to gain the necessary points.



When the game is over, the points become 0. The same when saved.

•You can make Link stronger using the three elements

The three elements that link possesses can go up to level 8. When raised beyond that, you get an extra Link. So, what happens when you raise each level? .....

ATTACK

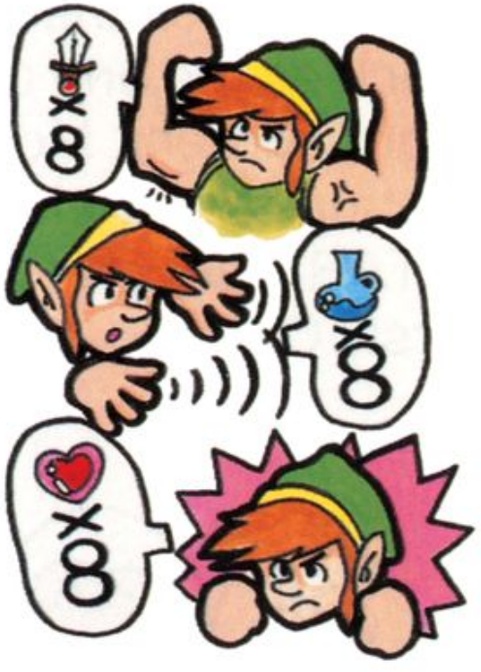
When you raise this level, you can inflict more damage on the enemy in an attack.

MAGIC

Each time you raise this, the magic points decrease less when magic is used.

LIFE

Links defense power. The amount that life points decrease when Link is damaged gets smaller.



Link recovers when you raise MAGIC and LIFE points. But, he must find containers somewhere to raise the maximum point values.

•The screen and the enemy are decided by the landscape where Link meets the enemy.

PLAINS

Flat land with no obstacles of any kind. Fighting and escaping are both easy and you can move any way you like.

Bit (Red) Bot (Blue)

A jelly-like monster that wobbles about. Watch out! Bot jumps.

CAVE

This place is dark and stuffy compared to other landscapes. The layout of the land is very complex, with steps and holes.

Ache

A bat that lives in dark places. Usually, it hangs upside down from trees or in caves.

DESERT

Dry area. An insect-like monster adapted to the area lives there. There are also places where the winds are strong and small stones fly around.

Geldarm

A huge bug that stretches from the ground to the sky. You can't defeat it unless you inflict damage to its head.

Goriya

A little devil that attacks Link by using a boomerang. Fend off the boomerang with the shield. Watch out! These devils are on the plains and in the caves too.

Lowder

A beetle that slithers as it crawls. It eats up life energy. They live inside caves too.

FOREST

Surrounded by a thicket of trees, this place is dark with almost no light entering. Many enemies are lurking there and sometimes they attack from trees.

Molblin

A little devil that lives mainly in the forest. He attacks Link by throwing spears, but he moves slowly.

Deeler

Moves up and down by a string suspended from a tree. Blue Deelers drop down to the ground to attack Link.

Moby

Attacks Link by flying straight down out of the sky. It has very little life power, but moves quickly and is hard to defeat.

SWAMP

Swamp land where the ground surface is like mud. It's hard to walk here and Link will sink into the swamp.

Octorok

A type of octopus that lives above ground. They bounce and attack by spitting out rocks.

Daira

An alligator soldier that attacks with an ax. Link's shield can't fend off the ax.

GRAVEYARD

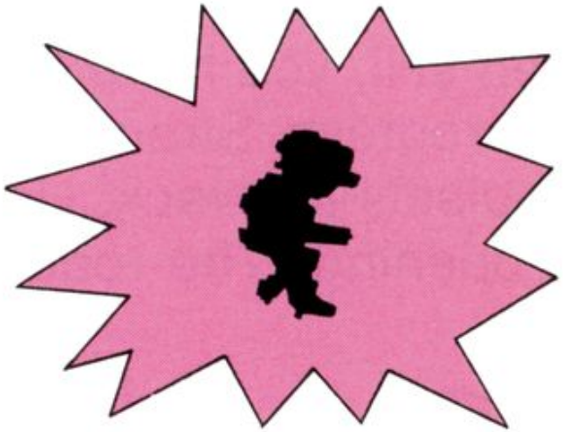
The graveyard is built on a small hill so there's a slight step. The King's grave, too, is in the center of the graveyard.

Moa

A ghost that flies over the graveyard. You can't see all of them unless you have a cross.

•If Link is defeated, Ganon will return.

"Oh, I've been done in." If Link loses all of the lives he's been given without putting up a good fight, Ganon will return and that's the end of the game. If that happens, the points return to 0 and you must start from the castle again.



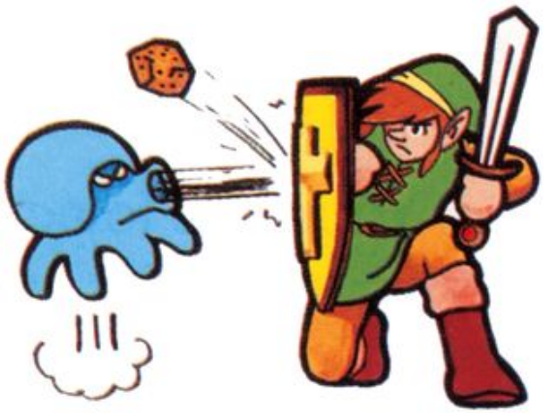
•Don't be too hasty! Raise your levels.

If Ganon returns, Hyrule will fall further and further into ruin. You have to act carefully to prevent that. If you think that you are absolutely no match for an enemy, try to raise your levels.

We know how you feel. You want to go quickly to your goals, the palaces, and the lands you haven't been before, but hold back. Take it in your stride!

•Fend off attacks by knowing your enemy.

Even still, you have to fight enemies a little stronger or your adventure will not progress. Strong enemies not only hurl themselves, but they use a variety of objects to attack. Use the shield to fend them off and attack when there's an opening. The road to winning is knowing how the enemy moves.



Watch out for things that can't be fended off with the shield.

Dodge objects which you can't fend off with a shield.

Chain hammer

Axe

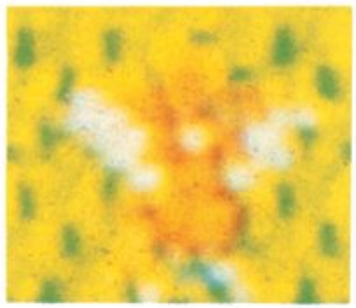
Club

Fireball

•Magic should only be used when you need it.

While continuing his adventure, Link can pick up and arm himself with various magic (see page 43). Magic can be used only with the points that Link has, but go ahead and use it if you think the enemy's too strong.

•A fairy recovers LIFE.



Sometimes a fairy appears along with the enemy. Link recovers his life when he touches the fairy. Fairies live in all sorts of places.

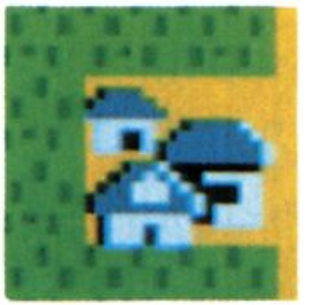
Try another day if things don't go your way.

When things aren't going your way, don't take it to heart! After the game is over, end the game by selecting SAVE. Your possessions and level will be recorded for future play.

CAUTION: TO AVOID DAMAGING INFO SAVED, HOLD IN RESET BUTTON AS YOU TURN POWER OFF.

Arriving at the town near the castle.

If you walk along the road, you'll finally see a town. "If I ask the people of the town, they might tell me about the palaces," thought Link and he decided to drop in the town. In the row upon row of houses in the town people look busy coming and going here and there. However, they all are hoping for peace in Hyrule. There are swordsmen in some of the towns.



There are swordsmen hidden in some towns.

Learn the jump thrust and the downward thrust from those swordsmen. There are places where you can't go if you don't.

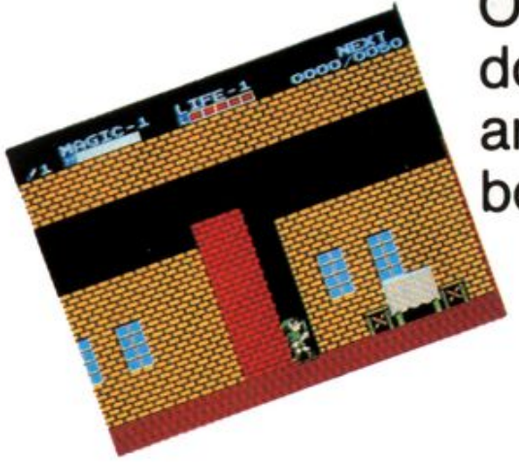
•You can pick up important hints in the conversations with the townsfolk.

If you press the B button when Link is close to a person walking in the town, you can speak to that person. The people in the town will listen to Link's story and give various answers.
There are all types of people. Some will give Link important hints and some will ask favors.
Also, if you press the B button when Link is not near a person, you can search to see of anything is there.

•There should also be some people who will invite Link inside.

Some people will invite Link into their houses. Follow the person and go to the front of the door when entering someone's house.

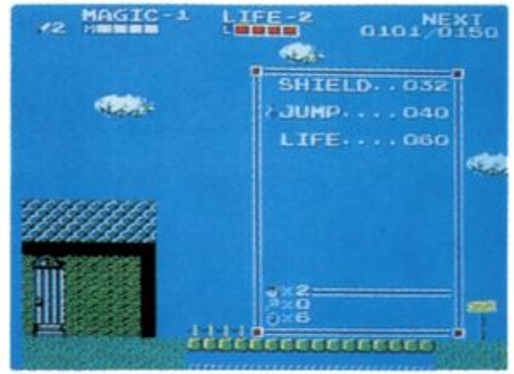
Enter the house by pressing the top of the cross button when the door is opened. Even in the house, you can speak to the person and look for things by using the B button. Take care not to be shut out by mistiming this operation.



Occasionally, there are houses with the doors open from the outset. You can go in and out of these freely; go in and see. There's bound to be something there.

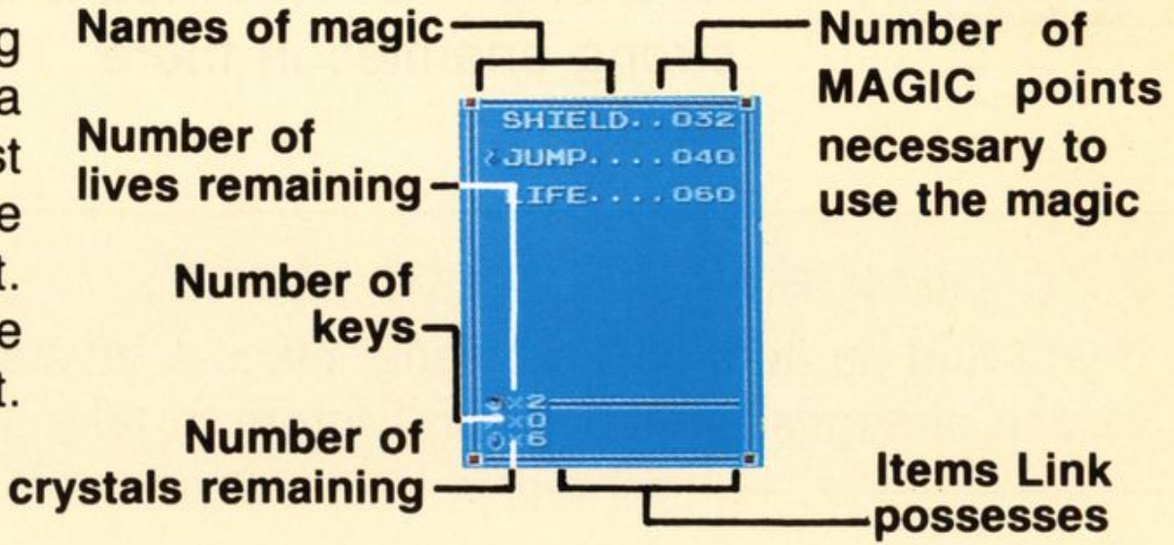
•Let's check if you've been taught magic.

There are people in town who would like to teach you magic. Depending on the kind of magic, there are also times when they will not teach you if you have not got enough MAGIC point containers or satisfied certain conditions. You'll be able to learn at least one magic trick per town.



How do you use the magic you've been taught?

You can use magic by pressing the SELECT button when in a fight scene or in town. You must select a type of magic on the sub screen before you use it. There's an explanation of the sub screen display at the right. Read it carefully.

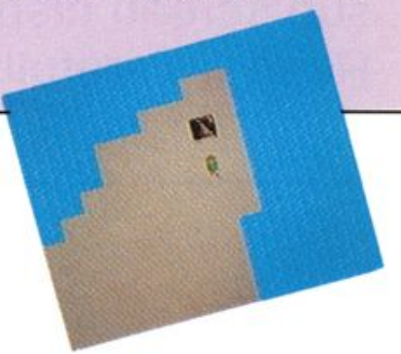


Entering the Palace

Link obtained information in town and has finally come to the palace. He has been through a lot of fights, raised his level high enough and has been taught several types of magic in a number of towns. If you have not raised your level yet and have not been taught any magic, it may be better to withdraw once more. The palace is a ancient place that has not fallen into ruin for a long time. This means that there should be some very strong enemies in there.

The palace will turn to stone.

If you find an item at the palace, place a crystal in the statue and leave. The palace changes to stone. Don't forget to take the key.



•The inside of the palace is full of powerful enemies.

The enemies in the palace are those that were made and chosen by the King. They're abnormally strong.

Ironknuckle

An iron warrior chosen by the king. A strong enemy who can use a shield and sword. He exists in many forms.

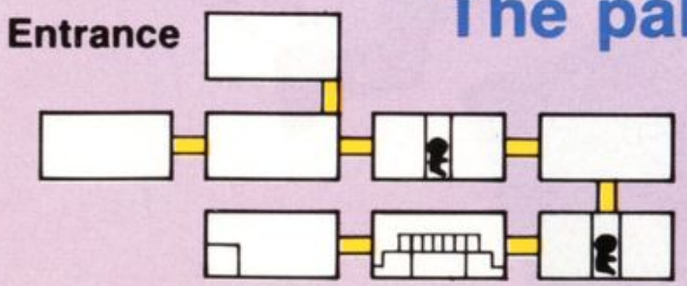
Myu

A special slime with thorns protruding from its body. They're small so use a downward thrust.

Stalfos

A skeleton warrior that can somehow use a sword, but is poor at handling a shield.

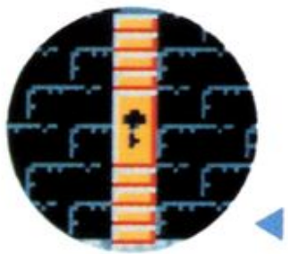
The palace is a complex labyrinth



The palace is a labyrinth comprised of many screens. Use the diagram at the left as a guide and make a map as you proceed.

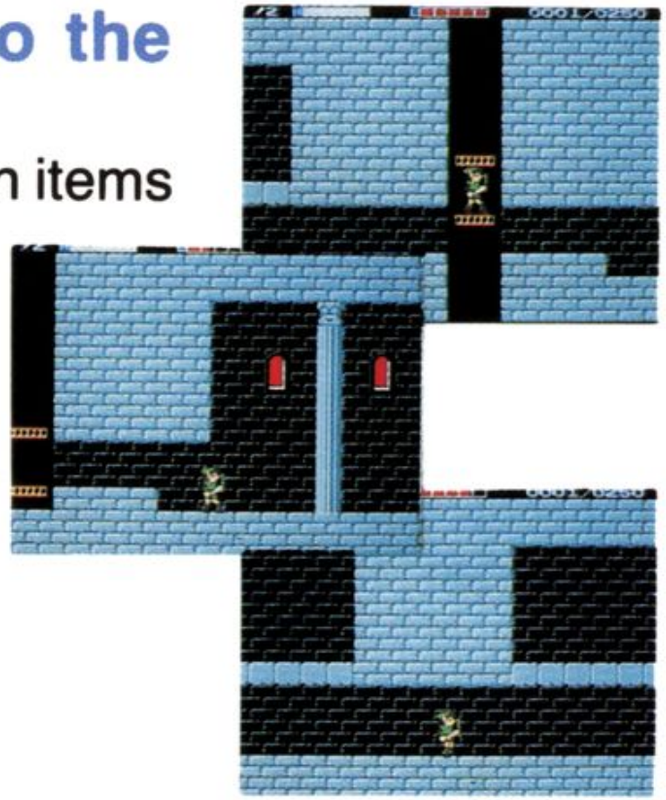
•Find the items in the palace and go to the stone statue.

In addition to the items in the palace, there are hidden items necessary for the adventure. You must not forget to not only defeat the guardians, but also obtain these items.

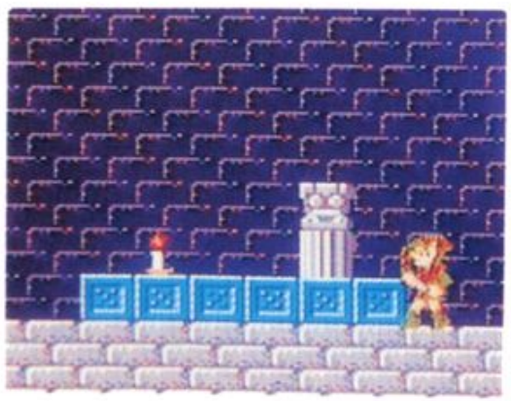


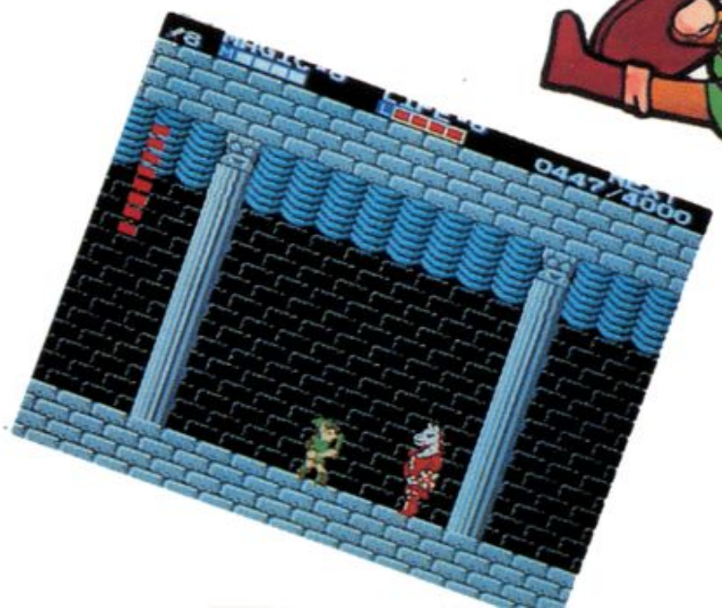
There are locked doors also, so search for the keys.

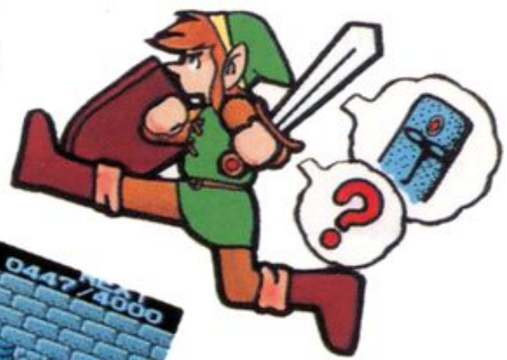
◀ Locked door



In fights with the main guardians of the palace, the enemy's life power is displayed at the left of the screen. It may be good to keep an eye on this during the fight.







And then, the Great Palace

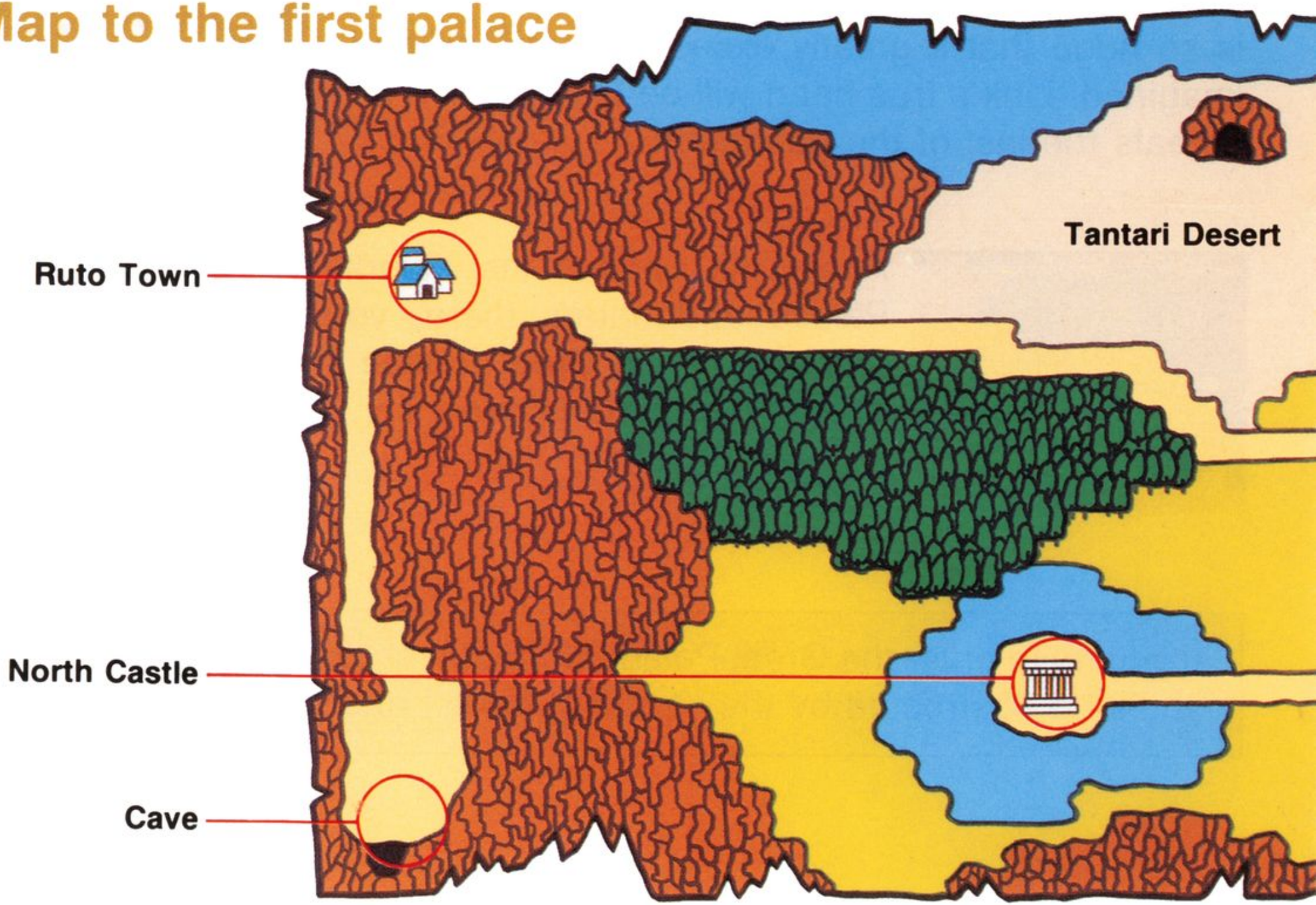
If the six crystals are placed in the stone statues, you finally enter the Great Palace. The Great Palace is so huge that it greatly exceeds what Link had imagined. Link's true heart will be tested when he defeats the last of the guardians.

After Link undoes the "binding force" of the Great Palace and enters there, you can restart from the entrance of the Great Palace if you press CONTINUE even if the game is over. Try your best!

If you try to enter the Great Palace without first clearing the six palaces, you'll be obstructed by the "binding force" and you'll waste time.

Game Data and Manual for Your Adven

Map to the first palace



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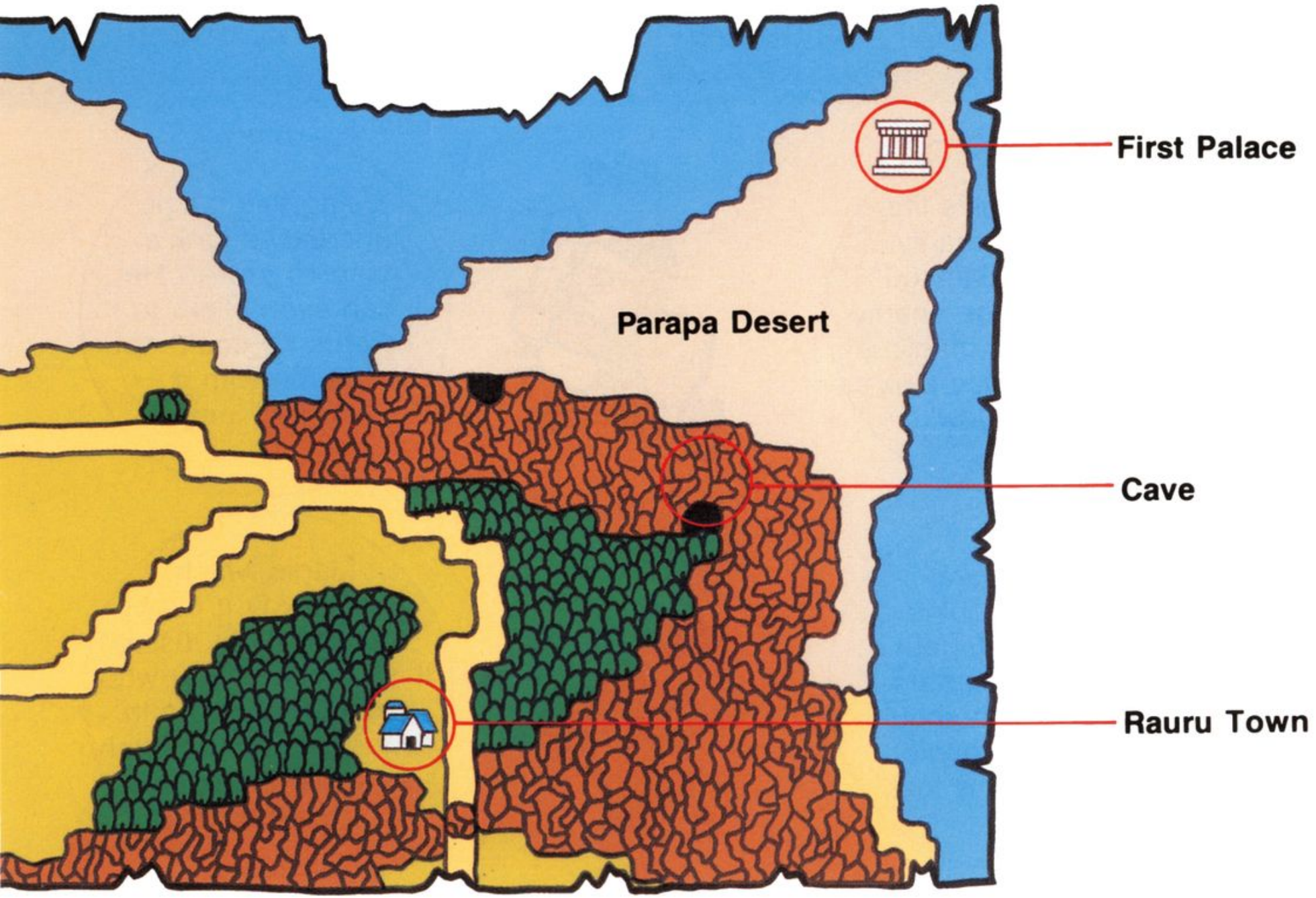

•This is the magic that Link will learn.

There are 8 types of magic that Link will be taught here and there in the towns. Use the magic by taking into consideration the remaining magic points that Link has, the points consumed of each magic and their various effects. Link might not be able to advance without using magic. Magic wears off if the display changes to another.

SHIELD

Raises Link's life level temporarily. Reduces damage inflicted by the enemy by half. This magic is important while Link's level is low.

JUMP

Using this magic increases Link's jumping power. He can even climb to heights he could not reach with a normal jump.

LIFE

This can recover Link's LIFE points (but only to a certain extent!). You should use this magic before all is lost.

FAIRY

Magic which makes you a fairy. You can fly by using this. Those of you who have a hard time in dangerous terrain such as cliffs should use this magic.

You get 16 MAGIC points per container. Think of how to use the magic by taking into account the number of vessels remaining.

FIRE

When this button is used you can throw a fireball while swinging a sword using B button. There are bound to be some enemies that hate this fire.

SPELL

Magic to cast eerie spells. Its effect is still not fully known. It is also said that it'll make the enemy tremble in fear.

REFLECT

A mysterious magic that can bounce back the magic cast by magicians in the palace. Usually shields only deflect a magician's magic.

THUNDER

The most powerful of the 8 magics, it can damage all of the enemies on the screen. However, Link has to be very strong in order to use it.

• Items open the road to the Triforce

You obtain various items in the six palaces and several caves. Here, we shall introduce the special items hidden in the palaces and the other items (see pages 45 and 46). The items on page 46 are displayed on the sub screen in fight scenes. Items can be obtained by finding and striking them with the sword.

Magic Jar		Recovers Link's magic points. There are two, a red one and a blue one. The recovery power varies.	
Treasure Bag		A bonus which increases Link's experience points. Watch out! Enemies sometimes pop out of them too!	
Heart Container		The LIFE point containers increase by one, and LIFE recovers. This means that total life power increases.	
Magic Container		The containers for MAGIC points increase by one and are restored. Points increase by a maximum of 16	
Doll		Really looks like Link. Link's LIFE increases by 1 when you get hold of this.	

Candle		When this is obtained, places that you had not been able to see until now because of the dark are lit up.	
Hammer		It can break rocks and cut down trees on the landscape map. Use with the A button.	
Handy Glove		Use this to break the blocks in the palaces by swinging the sword.	
Raft		When you get this, you can cross the sea from the dock. What's on the other side of the sea?	
Boots		According to legend, it is said that if you put on these boots you can do something extraordinary.	
Flute		You will play the legendary mysterious music of Hyrule. The sound rouses old powers.	
Magical Key		A magical key that can open several of the locked doors.	
Cross		With its secret power, you'll be able to see enemies which you normally can't see.	

•Remember the controller operations during the game

In the Adventure of Link, the controller operations vary with the screen modes. The table below gives you a summary of them. Learn them by practicing controlling Link.

Operations at the land map

Operations in the fight scene

Operations in town

*Other controller operations are the same as at the fight scene.

The game can be stopped if the A button of controller 2 and the top of the cross button are pressed when the sub screen is displayed.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- **Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.**

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. (''Nintendo'') warrants to the original consumer purchaser that this Nintendo Game Pak (''PAK'') shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone, you will be advised of the approximate cost for Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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